Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 CLAIMS AS FILED - PART I **SMALL ENTITY** OTHER THAN TYPE SMALL ENTITY (Column 1) (Column 2) OR TOTAL CLAIMS RATE FEE FEE RATE **BASIC FEE** BASIC FEE 770.00 385.00 NUMBER EXTRA FOR NUMBER FILED OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= 80 OR minus 3 = INDEPENDENT CLAIMS X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR 799 * If the difference in column 1 is less than zero, enter "0" in column 2 **TOTAL** TOTAL OR CLAIMS AS AMENDED - PART II OTHER THAN **SMALL ENTITY** SMALL ENTITY OR (Column 3) (Column 1) (Column 2) HIGHEST CLAIMS ADDI-ADDI-4 REMAINING NUMBER PRESENT TIONAL TIONAL RATE RATE ENT **AFTER PREVIOUSLY EXTRA** FEE FEE PAID FOR **AMENDMENT** AMENDM Minus X\$18= Total X\$ 9= OR Minus Independent X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR help leverating elais TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 3) (Column 2) (Column 1) CLAIMS HIGHEST ADDI-ADDI- α REMAINING NUMBER PRESENT TIONAL TIONAL RATE RATE IENT **PREVIOUSLY AFTER EXTRA FEE** FEE **AMENDMENT** PAID FOR AMENDM Total -Minus X\$18= X\$ 9= OR Minus = Independent X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** TIONAL TIONAL RATE RATE **AMENDMENT PREVIOUSLY AFTER EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18=OR Independent Minus = *** X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." OR ADDIT. FEE ADDIT. FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.